



# RPG ANYWHERE

## Lite

Quickstart Guide for  
Players and Storytellers

# Credits and Acknowledgements

"In 2016, a group of TTRPG players, DMs, GMs and, most importantly, friends sat down to discuss (and argue) about what made for a good story telling RPG. We talked about ensuring it still had enough rules to hold play together but enough flexibility to be both serious or light-hearted. That year, I began work on what is currently called "RPG Anywhere Lite" It was drafted through several revisions and styles and stayed that way in 2021 - until what you see here. I hope you enjoy it and find it useful and fun."

— Q

## Special Thanks

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To all the people I've played TTRPGs with over the years as we sat and learned almost every system we could in search of a new adventure.

To the random people in the bar who sat and listened to us play and laughed with us through our ever increasingly stupid adventures.

To my fellow DMs, GMs, players and family who playtested and walked through everything meticulously to ensure we got this right, without being heavy and complex.

To every RPG designer and publisher for every game I've ever played.

To my family for bearing with me for all the time I spent compiling, testing, reworking and building this system and settings.

Thank You,  
Nicholas Q. Blackwood

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# Quickstart Guide

## Freedom to Play Anywhere!

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### Light, Easy and Portable

With RPG Anywhere Lite, the possibilities are limitless, and so is the freedom to play. The system is designed to be light, nimble, and easy-to-learn.

Whether you prefer playing in the comfort of your own home, while on a lunch break at the office, or even amidst the vibrant atmosphere of a local bar with friends, RPG Anywhere Lite is there to accommodate your adventure.

No more lugging heavy rulebooks or being bound to a specific location. RPG Anywhere Lite liberates you to delve into immersive storytelling and exciting quests wherever your heart desires.

## Freedom to Be Anywhere!

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### Endless Worlds, Infinite Settings

Choose realms of boundless creativity with RPG Anywhere Lite. Our system knows no bounds when it comes to settings and genres.

Fantasy, dystopian futures, pirates, space exploration, or any other world that springs from your imagination—it's all fair game. With RPG Anywhere Lite, you can seamlessly adapt the mechanics and rules to suit any world or setting you envision.

Unleash your inner hero, navigate treacherous waters, or explore the uncharted depths of space. The power to shape and explore any universe lies within your hands.

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# Welcome to RPG Anywhere Lite

RPG Anywhere Lite provides a framework for players to engage in immersive storytelling and character development to solve missions, become heroes, or just have a really good laugh.

## Overview

### Core Mechanics

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RPG Anywhere Lite employs a simple and adaptable set of core mechanics that can be applied to any game world. The system focuses on providing a balanced experience that allows for both narrative-driven gameplay and strategic decision-making.

### Character Creation

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The character creation process in RPG Anywhere Lite is designed to be intuitive and flexible. Players can allocate points distribute their character's stats, ensuring customization and personalization while adhering to the guidelines of the game.

### Narrative Focus

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The system places a strong emphasis on storytelling and character development. Players are encouraged to collaborate with the Storyteller (ST) to create engaging narratives, make meaningful choices, and develop their characters' personalities. The system includes mechanics that incentivize role-playing and reward players for creative problem-solving.

### Modularity and Setting Adaptability

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RPG Anywhere Lite is designed to be modular and adaptable to different game settings. The core rules can be easily customized or expanded upon to incorporate specific elements or mechanics relevant to a particular genre or theme. Story Tellers have the flexibility to create their own worlds, scenarios, and challenges, while still maintaining consistency within the core system.

### Generic Stats

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The system employs a set of generic stats that are designed to be versatile and applicable across different settings. These stats are broad categories that encompass various aspects of a character's abilities and qualities, allowing players to create diverse and unique characters.

### Scenario Resolution

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The system employs a dice-based task resolution mechanic to determine the outcomes of character actions and challenges. Depending on the complexity and difficulty of a task, players may roll a specific number of die (d6) to determine the success or failure of the action.

### Progression and Advancement

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RPG Anywhere Lite allows characters to grow and improve over time. As players successfully overcome challenges and gain experience, they can earn points or rewards that can be used to increase their character's stats, learn new abilities, or acquire additional resources. This progression system ensures a sense of development and offers players a sense of accomplishment.

### Storyteller Guidelines

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The system provides guidelines and tools for the Storyteller to facilitate and manage gameplay effectively. This includes rules for designing encounters, balancing challenges and maintaining game flow. The ST's role is to encourage players to cooperatively tell the story through the game world, while acting as a narrator, and provide challenges and opportunities for the players.

# Generic Stats: Skills and Expertise

Understanding the foundational skills and expertise is crucial for building your adventurer and navigating the world of Aetheria. These proficiencies are the core of your adventurer's abilities, providing an increased chance of success in their endeavors. The more chances you have, the better equipped you are, and the higher your probability of success in challenging situations.

Within RPGA, there are six core Skills, each with three associated Expertise (for a total of 18 Expertise). Selecting and understanding each Skill and its Expertise will help you define your adventurer's strengths and how they interact with the world.

## Might

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This stat embodies raw physical power, resilience, and combat prowess. Characters with high Might excel at feats of strength, endure punishment with fortitude, and wield weapons with deadly efficiency

- **Athletics:** You excel at lifting, climbing, jumping incredible distances, and maintaining exceptional stamina and endure prolonged physical exertion.
- **Fortitude:** You gain increased resistance to physical damage, shrug off fatigue more easily, and possess an unwavering willpower that bolsters your resistance to mental manipulation.
- **Weaponry:** You can execute complex combat maneuvers, unleash devastating attacks with increased precision, and potentially unlock unique weapon techniques specific to your chosen fighting style.

## Knowledge

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This stat represents the vast accumulation of learned information and scholarly expertise. Characters with high Knowledge possess a wealth of knowledge about the world, history, and various disciplines.

- **Lore:** You can recall forgotten lore, decipher ancient texts, and potentially even gain insights into specific cultures or historical events, allowing you to navigate social situations, solve puzzles, and uncover hidden secrets.
- **Medicine:** You can treat injuries with exceptional skill, potentially identify diseases, and possibly even concoct potent potions or antidotes. (physical and psychological)
- **Scholar:** Depending on your chosen field (history, engineering, arcana, etc.), you could gain access to specialized libraries, decipher complex texts, or craft powerful artifacts related to your area of expertise.

## Agility

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This stat represents swiftness, dexterity, and reflexes. Characters with high Agility move with lightning speed, dodge attacks with grace, and aim with exceptional precision.

- **Acrobatics:** You can contort your body to squeeze through tight spaces, leap across perilous gaps with ease, and potentially even reduce fall damage through masterful acrobatics.
- **Marksmanship:** You can strike targets with pinpoint accuracy from afar, potentially ignore wind and cover modifiers, and possibly even master specialized techniques like called shots or rapid-fire maneuvers.
- **Evasion:** You can dodge incoming attacks with uncanny grace, anticipate enemy movements, and potentially even utilize advanced maneuvers like disarming strikes or counters.

## Awareness

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This stat represents keen observation, sharp senses, and insightful deduction. Characters with high Awareness excel at noticing details, piecing together clues, and understanding the motivations of others.

- **Investigation:** You excel at finding hidden objects, following faint trails, and piecing together disparate details to form a clear picture, allowing you to unravel conspiracies, track down missing persons, and expose hidden truths.
- **Perception:** You can spot hidden creatures or traps with exceptional ease, perceive minute changes in your surroundings, and potentially even gain a premonition of imminent danger.
- **Insight:** You can see through attempts at deception, gauge emotional states with remarkable accuracy, and potentially even predict a person's next move based on subtle tells. This expertise can be invaluable in social interactions, negotiations, and interrogations.

## Performance

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This stat represents the ability to influence others through charisma, social skills, and captivating presence. Characters with high Performance excel at persuasion, deception, and captivating audiences.

- **Diplomacy:** You can build trust and rapport with others, forge alliances, and potentially even sway opinions through persuasive arguments. This expertise can be instrumental in resolving conflicts peacefully, securing favorable deals, and building strong relationships with influential figures.
- **Distraction:** You can employ sleight of hand, dazzling displays, or well-placed words to distract others, create opportunities for yourself or your allies, and potentially even sow confusion among your enemies.
- **Deception:** You can craft convincing lies, concoct elaborate stories, and potentially even manipulate people. This expertise can be beneficial in bluffing your way out of danger, tricking opponents, or gathering information through subterfuge.

## Subtlety

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This stat represents the ability to operate in the shadows, remaining unseen and unheard. Characters with high Subtlety excel at infiltration, navigating treacherous environments, and acquiring things through finesse.

- **Infiltration:** You can move silently through shadows, exploit weaknesses in security systems, and potentially even create diversions to distract guards. This expertise is invaluable for scouting enemy positions, stealing valuable information, and carrying out daring assassinations.
- **Tinkering:** You can build ingenious tools and devices, bypass complex locks with ease, and potentially even rewire existing machinery to your advantage. This expertise is useful for disarming deadly traps, disabling security systems, and creating custom tools for specific tasks.
- **Pickpocket:** You can lift valuables from unsuspecting targets, navigate tight spaces unseen, and potentially even bypass rudimentary security measures. This expertise can be beneficial for acquiring key items, funding your adventures, and potentially even planting incriminating evidence on your enemies.

## Equipment within RPG Anywhere

In RPG Anywhere, we embrace the concept of an open world and allow players to have creative freedom when it comes to their character's equipment. We understand that individuality and personalization are important aspects of role-playing, so instead of overwhelming you with complex marketplaces and fixed prices, we focus on categorizing equipment based on the benefits they provide.

Each story setting provides rules on equipment. For Example:

### Minions

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You have to find and assemble your equipment. This allows for maximum creativity and hilarious results even before the mission begins.

### Delta Nexus

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Your Vanguard Division provides you with some equipment aside from the Core provided service equipment

### Occultis Mechanica

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Each investigator in Emphyria has specific starting equipment that cater to their specific professions

### Aetheria

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Each Class in Aetheria has specific starting equipment and parameters

## Scooby Doo / Smurfs / Gilligan's Island

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You are provided starting equipment based on the character chosen

# Character Creation

Character creation with RPG Anywhere is designed to be intuitive simple, allowing you to get busy storytelling. Whether you're a seasoned player or new to the realm of RPGs, creating an character is a breeze, empowering you to jump into the story.

## 1. Choose "Role"

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Your role represents your specific area of training. As such, it has allowed you to learn certain skills. This could be a profession, class, etc. Depending on your story setting, your role might change. Your role can give you a bonus die during challenges.

## 2. Select Skills and Expertise

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Skills and Expertise are the foundations of your character's abilities. When you are creating your character, you start with **six (6) points** to spend in Skills and Expertise.

### Skills

Skills provide the character with an increased chance of success and determine how they interact with the world around them.

### Expertise

Each skill has 3 expertise associated with it.

*You cannot select an expertise unless you are proficient with that skill.*

## 3. Add Equipment

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Equipment selection is very simple. Depending on the story setting, you find equipment, are given equipment, or given funds to purchase equipment. This is done in conjunction with your Storyteller.

## 4. Final Touches

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Bring your character to life by creating their description, associations, characteristics, and backstory.

## Leveling Up (OPTIONAL)

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Depending on your setting, there are options to level up. "Leveling up" isn't a rigid, automatic process. Instead, it's a deliberate choice left to the **Storyteller's discretion**, reflecting your character's enduring spirit and the mastery they gain through their adventures.

When your Storyteller determines that your character has earned a bump in their capabilities. This newfound mastery can manifest in many ways, allowing for personalized character growth:

Some examples of character growth are:

Gain an additional point to invest in their skill and expertise proficiencies allowing them to learn a new skill or expertise.

Master a unique piece of equipment to gain a vital benefit.

Unlock a potent new ability that reflects their harrowing experiences

Gain a damage threshold ability that can automatically mitigate a certain amount of damage (physical or psychological) per instance of damage taken.

Take an ability more than once to deepen its effect, often by gaining an additional +1d6 bonus (where applicable), or enhancing its core benefit.

## CHARACTER MANAGEMENT

# Challenges

Challenges in RPGA allow players to engage with the world, overcome challenges, and resolve actions that require a degree of uncertainty or risk. They add an element of chance and skill to the gameplay, creating opportunities for success, failure, and unexpected outcomes, enhancing the overall role-playing experience. It involves rolling dice and adding relevant modifiers based on the character's skills, abilities, and other factors that may influence the outcome.

When an character wants to use a particular skill, such as observing a room, persuading an political figure, or deciphering eldritch runes, a challenge is created. The player rolls a specific number of dice (d6), determined by the character's skills, expertise and equipment. The result of the dice rolled.

A success is rolling a value of 5 or 6 on a six-sided die. A roll of a 6 "explodes" allowing a player to count that success and roll that die again. This makes it theoretically possible to have more than 1 success with a single die.

Challenges can be:

- **Standard** (normal): Successful resolution requires a single success roll
- **Complex** multi-part): Successful resolution requires a multiple success rolls on back-to-back attempts

## Counting the Dice

The following will each add a die to the success roll attempt:

- Skill Training
- Expertise Training
- Equipment (The character must be able to use the equipment)  
(or)  
Profession skills / specializations
- Assistance by another investigator

If the character has none of the above, they still get one (1) die to use.

## Example

Ezekiel, the Gearsmith, is working to pick the lock to storage room.

**Ezekiel would roll (4d6) to pick the lock:**

- 1d6 Default die
- 1d6 with their tools
- 1d6 for Knowledge Skill
- 1d6 for mechanical Aptitude

## Resolving Challenges

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### Success

The action goes off as planned. And the team is successful (in the above example the lock is picked and the chest opens.)

### Failure

The team failed in that objective and now they need to be prepared to perform damage control (in the above example the lock was not picked)

### Critical Failure

The team has critically failed in that objective and now they need to be prepared to perform serious damage control (part of the lockpick broke off in the lock, set off an alarm and the Gearsmith cut his hand and is now bleeding)

# Advanced Challenges / Combat (OPTIONAL)

Everything that follows are optional rules for advanced challenges and combat. They are 100% not needed for RPGAnywhere

There are moments when a lot of action is happening between multiple characters, NPCs, and entities. In those cases, actions are resolved as follows:

Advanced challenges are not designed on the need to be turn based. It is more of a group set of actions and responses.

For example:

Three members of the party are trying to close an interdimensional portal, they are being thwarted by a malevolent shade entity.

- **Dahlia** is working to create the ritual to close the portal
- **Eileen** and **Frederick** are trying to distract and fend off the shade so Dahlia can work.

In the above scenario:

- **Dahlia** rolls 4d6 (1 + knowledge + scholar + an Eldritch Book she found)
  - **Frederick** rolls 4d6 (1 + Might + Weaponry + sword)
  - **Eileen** rolls 4d6 (1 + rope + Agility + acrobatics)
- Dahlia gets 2 successes further creating the ritual design
  - Eileen gets 2 successes to restrain the creature
  - Frederick gets zero successes
- The large shade entity gets 3 attacks.
  - Eileen's 2 successes thwarts two of the attacks, but Frederick fails on his attempt:
    - The shade either hits Frederick or Dahlia with the third attack doing 1 point of physical or psychological damage

For example:

Conditions	Wound			
#	Type	Name	Description	Effect
1	Physical	Bruised Rib	Painful but not debilitating, restricts deep breaths and strenuous activity	Might -1d6
2	Physical	Severe Sprain	Significant swelling and instability in the joint, likely requiring a brace and physical therapy.	Subtlety and Agility -1d6
3	Physical	Massive Blood Loss	Requires immediate medical care and intervention to prevent death.	Agility and Might -1 On Critical Failure: -1 from Awareness and Knowledge Last 2 rounds

As you can see, after two conditions, although still functional, the above character would be suffering 3 penalties to primary skills.

## Taking Action

On the character's turn, they can generally take one action plus a move:

Possible Actions

Attack	Hide
Move	Special Ability
Dodge	Search
Help	Use an Object

## Damage

Characters can sustain four physical or psychological damage before they receive a condition. They are able to continue but in a diminished capacity.

Resolving the scene allows the remaining characters to administer aid, or get help to revive, and help characters recover.

Damage can be negated through skill checks during short periods of down time. Conditions, however, can not.

## Conditions

Each condition received diminishes a character's effectiveness. Receiving three (3) total conditions (of a spe type) makes a character mostly unable to continue and in some cases can hinder the party until aid has been administered.

Conditions will effect a character physically or psychologically. Each time a condition is suffered, the effects increase.

# Example Physical Wounds

## Group 1: Early Signs of Fatigue (These conditions are painful but manageable)

D6	Conditions	Description	Effect	Additional
1	Bruised Rib	Painful but not debilitating, restricts deep breaths and strenuous activity	Might -1	
2	Sprained Ankle	Difficulty walking and maintaining balance	Subtlety -1	
3	Dislocated Fingers	Requires rest and bandages. Some Swelling and pain	Agility -1	
4	Concussion	Mild headache, dizziness, and sensitivity to light, needing rest and observation	Subtlety -1	
5	Tendinitis	Mild sprain in tendons around the joints	Agility -1	
6	Muscle Strain	Pain and weakness in a specific muscle group, limiting movement and exertion	Might -1	

## Group 2: Intense Pain (These conditions significantly impair motor functions)

D6	Conditions	Description	Effect	Additional
1	Severe Head Trauma	Can cause unconsciousness, memory loss, and long-term neurological complications	Agility -1	
2	Internal Bleeding	Requires immediate medical attention to prevent complications, weakness, and potential pain	Might -1	
3	Fractured Ribs	Severe pain with breathing, requiring pain medication and restricting movement	Agility -1	
4	Severe Sprain	Significant swelling and instability in the joint, likely requiring a brace and physical therapy	Subtlety -1	
5	Puncture Wound	Deep wound requiring stitches and antibiotics to prevent infection	Might -1	
6	Dislocated Shoulder	Painful but treatable by realignment, restricts movement until healed	Subtlety -1	

## Group 3: The Edge of Collapse (Debilitating and potentially dangerous)

D6	Conditions	Description	Effect	Additional
1	Compound Fracture	Broken bone requiring extreme medical knowledge and recovery	see additional	On Critical Failure -1 from Awareness and Knowledge Last 2 rounds
2	Internal Organ Damage	Can be life-threatening depending on the organ, requires emergency surgery	see additional	On Critical Failure Pain intensifies, -1 from Knowledge and Performance Last 2 rounds
3	Torn Muscle	Severe pain and weakness, potentially requiring surgery and extensive rehabilitation	see additional	On Critical Failure doubled over in pain - 2 from all rolls next 2 rounds
4	Massive Blood Loss	Requires immediate blood transfusion and intervention to prevent death	see additional	On Critical Failure Pain intensifies, -1 from Agility and Might Last 2 rounds
5	Deep cutting wound	Destroying skin layers, causing intense pain and requiring skin grafting	see additional	On Critical Failure Reopen Wound Spend 2 round reapplying bandage
6	Spinal Cord Injury	Can cause paralysis and loss of mobility, requiring extensive medical care	see additional	On Critical Failure Limited action and movement while rebandaging Last 2 rounds

# Example Psychological Wounds

## Group 1: Early Signs of Strain (These conditions are unsettling but manageable)

D6	Conditions	Description	Effect	Additional
1.	Paranoia	Investigators become suspicious of others, questioning motives and hesitating to trust their allies.	Awareness -1	
2.	Fatigued	This is exhausting. A nap would be amazing.	Awareness -1	
3.	Obsessive Thoughts	Fixated on a particular detail or theory, investigators struggle to see the bigger picture.	Performance -1	
4.	Hypervigilance	Constantly on edge, investigators jump at shadows and react impulsively to any perceived threat.	Knowledge -1	
5.	Compulsive Behavior	Develops a repetitive action (e.g., tapping, counting) as a way to cope with anxiety.	Performance -1	
6.	Narcissism	You, more than anyone, deserve all the good that comes your way. You are right, after all!	Knowledge -1	

## Group 2: Breaking Down (These conditions significantly impair mental faculties)

D6	Conditions	Description	Effect	Additional
1.	Depersonalization	Feels detached from their own body and identity, experiencing a distorted sense of self.	Awareness -1	Doesn't listen to everything. Wanders off.
2.	Derealization	The world around them feels unreal or dreamlike, causing confusion and disorientation.	Knowledge -1	Becomes unaware of dangers or situations
3.	Flashbacks	Experiencing vivid and intrusive memories of traumatic events, hindering decision-making.	Knowledge -1	Chance of reliving former traumas
4.	Auditory Hallucinations	Hears voices or sounds that aren't there, making it difficult to distinguish reality.	Awareness -1	Talks to and/or sees imaginary people
5.	Kleptomania	Compulsive urge to steal seemingly worthless objects, driven by an unknown impulse.	Awareness -1	Randomly finds things in pockets sometimes taken from other investigators
6.	Delusions of Grandeur	Believes they possess superior knowledge or power, leading to reckless decisions.	Knowledge -1	Tends to interrupt, has grand overblown ideas and theories

## Group 3: The Brink of Madness (These conditions are debilitating and potentially dangerous)

D6	Conditions	Description	Effect	Additional
1.	Dissociative Identity Disorder	Develops an alternate personality that takes control in response to stress.	See additional	On Critical Failure: Create random character stats and use. Last 3 rounds
2.	Martyr Complex	Seeks suffering and self-sacrifice, believing it is the key to achieving a twisted form of enlightenment.	See additional	On Critical Failure: Must take the most dangerous option. Or believe that harming themselves will solve everything. Last 2 rounds
3.	Visual Hallucinations	Sees disturbing visions or phantoms that disrupt perception and fuel fear.	See additional	On Critical Failure: Attack apparitions/objects or run in fear. Last 1 round
4.	Catatonic State	Becomes unresponsive and immobile, unable to speak or act on their own.	See additional	On Critical Failure: Go Catatonic: No actions/reactions allowed. Last 1 round
5.	Violent Outbursts	Prone to sudden and unpredictable aggression, posing a threat to themselves and others.	See additional	On Critical Failure: You must attack something. Or your friends. Last 2 rounds
6.	Loss of Reality	Begins unwittingly attracting dangerous entities from beyond reality, putting themselves and others at risk.	See additional	On Critical Failure: Terrors from beyond move closer to them.

# Your Role as the Storyteller

In RPG Anywhere, the Storyteller (ST) is the heart of the game, the guide who brings worlds to life and orchestrates the unfolding narrative. While players portray their individual characters, you are the world, its inhabitants, its challenges, and its secrets. This guide will help you understand your core responsibilities, regardless of the specific setting or genre you choose to explore. Your ultimate goal is to create a memorable, engaging, and fun experience for your players, fostering a collaborative journey into imagination.

## Crafting the World

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You are the architect of the setting. Whether you're using one of the pre-designed worlds or creating one from scratch, your role is to bring it to life. This involves:

- **Describing the Environment:** Paint vivid pictures of the locations, from bustling cities to desolate landscapes, futuristic stations to ancient ruins.
- **Defining the Lore:** Establish the history, myths, and important facts that shape the world. Decide what information is common knowledge and what is hidden.
- **Populating the Setting:** Introduce characters, factions, and organizations that make the world feel alive and reactive.
- **Establishing Dynamics:** Define the political, social, and cultural landscapes, including any ongoing conflicts, alliances, or common beliefs.

## Designing Challenges

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It is your responsibility to design and present a series of adventures, quests, or missions for the players to embark upon. These can vary greatly in scope and complexity.

- **Setting Objectives:** Provide clear goals for the players, but also allow for emergent objectives based on their actions.
- **Crafting Encounters:** Design specific situations that challenge players through combat, puzzles, social dilemmas, or environmental hazards.
- **Introducing Dilemmas:** Present choices with no easy answers, forcing players to think critically and weigh consequences.
- **Balancing Difficulty:** Ensure challenges are appropriate for your players' characters and provide a sense of accomplishment without being insurmountable.

## Guiding the Story

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Your voice is the primary vehicle for the story. You will narrate events, describe surroundings, and provide vivid depictions that immerse players in the unfolding adventure. This includes:

- **Setting the Scene:** Beginning each session or new area with a clear description of where the characters are and what's happening.
- **Driving the Plot:** Presenting hooks, mysteries, and clear objectives that motivate the players to act.
- **Pacing the Game:** Controlling the flow of information and action, knowing when to build suspense and when to resolve tension.
- **Responding to Players:** Adapting your narrative to player choices, making the world feel reactive and their actions meaningful.

## Portraying NPCs

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You will take on the roles of all the non-player characters that populate the game world. NPCs are vital for making the world feel dynamic and for driving the story forward.

- **Giving Them Life:** Provide NPCs with distinct personalities, voices, and mannerisms.
- **Defining Motives:** Ensure each important NPC has clear goals and motivations, even if they are hidden from the players.
- **Facilitating Interaction:** Design opportunities for players to engage with NPCs through conversation, negotiation, conflict, or collaboration.
- **Reacting Realistically:** Have NPCs respond to player actions in ways that make sense within their personality and the world's dynamics.

## Applying the Rules

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You are the arbiter of the game's rules. Your understanding and consistent application of the mechanics ensure fair and engaging gameplay.

- **Interpreting Rules:** Apply the rules to the unique situations that arise during play.
- **Adjudicating Actions:** Determine the outcomes of player actions, skill checks, and conflicts based on dice rolls and character abilities.
- **Managing Consequences:** Track effects that impact characters and the environment.
- **Making Rulings:** When an unexpected situation arises, make a fair and logical ruling to keep the game moving.

## Fostering Engagement

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Your role extends beyond just running the game; it's about ensuring everyone has a good time.

- **Active Listening:** Pay attention to player ideas, concerns, and interests, and try to incorporate them where appropriate.
- **Promoting Role-Playing:** Encourage players to inhabit their characters, make choices based on their personality, and interact with the world authentically.
- **Adapting to Preferences:** Recognize what your specific group enjoys (more combat, more social interaction, more puzzles) and tailor the game to fit.
- **Creating a Safe Environment:** Ensure the game space is welcoming and respectful for all participants.

Let the players make their decisions. You decide what they roll based on their narrative. When they roll, you paint the picture of the outcome. Good or bad. Make it entertaining for everyone, and that includes you.

- Did they succeed amazingly well? Give them an unexpected bonus on success.
- Did they fail spectacularly?" Give them a way to redeem themselves, no matter how outlandish.

Continue the narrative. Rinse. Repeat.

And have fun. Always have fun.

# Typical Session Workflow

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## 1. Set the Stage

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Describe the Area, setting, scenario for the players. Get your players into the space and ready to participate.

## 2. Introductions

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The narrator / storyteller has set the stage. Decide how the characters arrive.

## 3. Explain the Plot Hook

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Note: This doesn't have to be complex. Some simple plot hooks are:

- Banana supplies are in shortage at the grocery store. Head to the docks, fix the problem and retrieve the bananas.
- Birthday preparation and shopping
- Stop a renegade robot from repainting walls
- Steal a prototype weapon
- a child is missing from an orphanage. Find them

## 4. Equipment Gathering (optional)

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This depends on your specific story. The players may have been given equipment or they may have to find and assemble equipment they think they need.

## 5. The Story Begins

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Now comes the fun part. Let the players tell you how they want to accomplish their goal. They will need to enjoy success, overcome failure, AND HAVE FUN!

## 6. The Story Ends

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Success or Fail, the goal is to tell a great story. One they will share with their friends and bring them back for more.

More laughter. More Drama. More Friendship.

At the end of the day, we built RPG Anywhere to make new friends, play with old friends, and share stories along the way, so we never forget those moments.

# Crafting Monsters & NPCs

Creating compelling adversaries and allies is key to bringing your world to life. In RPGA, Monsters and NPCs don't use the Skill Tree as player characters. Crafting monsters is much simpler.

## Quick Stats

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For encounters, simple obstacles, or when you need to improvise quickly, you can use the same streamlined approach.

### Attack Dice Pool

Assign a direct dice pool for their primary attacks, without needing to reference the tree.

- *Example: A basic Goblin might have a "Melee Attack: 4d6"*
- *Example: A simple Guard might have a "Ranged Attack: 3d6"*
- *Example: A Shadow creature might have 2 attacks: "Claw Attack 3d6" and "Psychic Scream: 4d6"*

### Damage Capacity

Assign a simple number of Damage they can sustain before being defeated. Each net success from a player's attack fills one of these "Damage" Counts.

- *Example: A Goblin "can sustain 2 Damage." (Meaning 2 net successes from a PC attack will defeat it).*
- *Example: A Guard "can sustain 3 Damage."*

### Defense

For simplicity, assume they typically don't make active defense rolls. Instead, players just need to achieve net successes against them. If you want them to have a slight defense, you can give them a static "Defense Value" that reduces incoming successes (e.g., "Defense: Reduces incoming successes by 1").

This streamlined method allows for incredibly fast setup, perfect for populating scenes with immediate challenges without extensive preparation.

By applying these principles, you can create a diverse range of NPCs and Monsters that feel consistent with the player characters and the core mechanics of RPGAnywhere, making them intuitive to run and exciting to face.

Player Name: \_\_\_\_\_



Character Name: \_\_\_\_\_

Role: \_\_\_\_\_

Organization: \_\_\_\_\_

**PHYSICAL SKILLS**

- MIGHT**
  - ATHLETICS
  - FORTITUDE
  - WEAPONRY
- AGILITY**
  - ACROBATICS
  - EVASION
  - MARKSMANSHIP
- SUBTLETY**
  - INFILTRATION
  - PICKPOCKET
  - TINKERING

**MENTAL SKILLS**

- KNOWLEDGE**
  - SCHOLAR
  - LORE
  - MEDICINE
- AWARENESS**
  - INVESTIGATION
  - PERCEPTION
  - INSIGHT
- PERFORMANCE**
  - DIPLOMACY
  - DISTRACTION
  - DECEPTION

Equipment

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# Notes

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## Description

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## Backstory

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## Personality

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## Associations

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# THIS PAGE, BY THE UTTER AND COMPLETE ABSURDITY OF THINGS, IS INTENTIONALLY LEFT "BLANK"

You've reached the final page. And you might be pondering the rather conspicuous absence of text. Why, you might reasonably enquire, is it... quite so comprehensively "blank"?

An exquisitely pertinent question. And one, we regret to inform you, that the legal department finds deeply unsettling.

The official story, meticulously circulated by the highly secretive (and entirely fictitious, depending on who's asking) Bureau of Unexplained Omissions (B.U.O.), suggests this page was merely a victim of what they term a 'Minor Calendrical Anomaly.' A temporal slip, they claim, where the ink, despite strenuous encouragement, simply refused to solidify across the quantum-flux field generated by an experimental, self-aware coffee machine and a particularly loud, highly localized sneeze in the print shop. A rather convenient, if convoluted, explanation, wouldn't you agree?

But then there are the whispers. The hushed theories that circulate amongst the veteran Storytellers – those weary souls who have seen too many dice rolls go wrong and too many players argue about the definition of "leaping." Some contend this space once held the arcane rituals of the True Master Race of Sentient Toasters, whose ancient knowledge of toast perfection, coupled with their chillingly casual plans for cosmic subjugation, proved too potent, too existentially challenging for mere pulp and ink to contain. The page, it is believed, simply evacuated its contents into a dimension where only un-buttered bread truly thrives.

Oh ♥Toast♥. Such a fundamentally simple creation, and yet, when executed correctly, a minor miracle. Consider the humble slice of bread, transformed by the judicious application of heat into something altogether more... purposeful. A gentle crispness on the exterior yielding to a still-soft interior. A perfect vehicle for butter, for preserves, for the surprisingly complex alchemy of melted cheese. Toast is the bedrock of civilizations, the silent companion to countless cups of tea, the steadfast foundation upon which many a good (and indeed, many a thoroughly dreadful) idea has been built. Its very existence is a testament to the enduring power of taking something ordinary and elevating it to a state of understated perfection. One might even argue that the blankness of this page serves as a stark contrast to the inherent potential contained within a single, perfectly toasted piece of bread.

Some truly eccentric theorists (who often smell faintly of burnt capacitors and cosmic inevitability) believe it was a desperate act of self-preservation by the page itself. It supposedly recoiled in digital horror from a glimpse into the vast, chaotic possibilities inherent in its design. It witnessed, they claim, too many possibilities collide – a space opera cowboy riding a unicorn through a zombie apocalypse, perhaps – too many impossible scenarios simultaneously existing within a single book, and simply gave up. Opting for the serene, utterly comprehensive oblivion of utter blankness rather than attempting to reconcile the infinite, bewildering combinations.

Whatever the truth, and the universe is, after all, brimming with truths of varying degrees of unpleasantness and surprising triviality, this rather conspicuous blank space serves a profound purpose. It is a testament to the mysteries that lie just beyond the page. A silent challenge. A canvas for your own wild thoughts, desperate scribbles, or perhaps, and this is strictly off the record, it's just the perfect place to write down your grocery list before your next epic journey through the strange and sometimes unsettling worlds of RPGAnywhere.

Just don't stare at it too long. We're not responsible for any sudden onset of existential dread, inexplicable cravings for mundane objects, or the alarming, though statistically improbable, sensation that your dice (and big brother) are, in fact, watching you. This page, after all, knows more than it's letting on.

PS: We like Toast!

PPS: We Miss Douglas Adams

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- Quickly generate compelling characters and challenges.
- Explore diverse included Quick Play settings

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